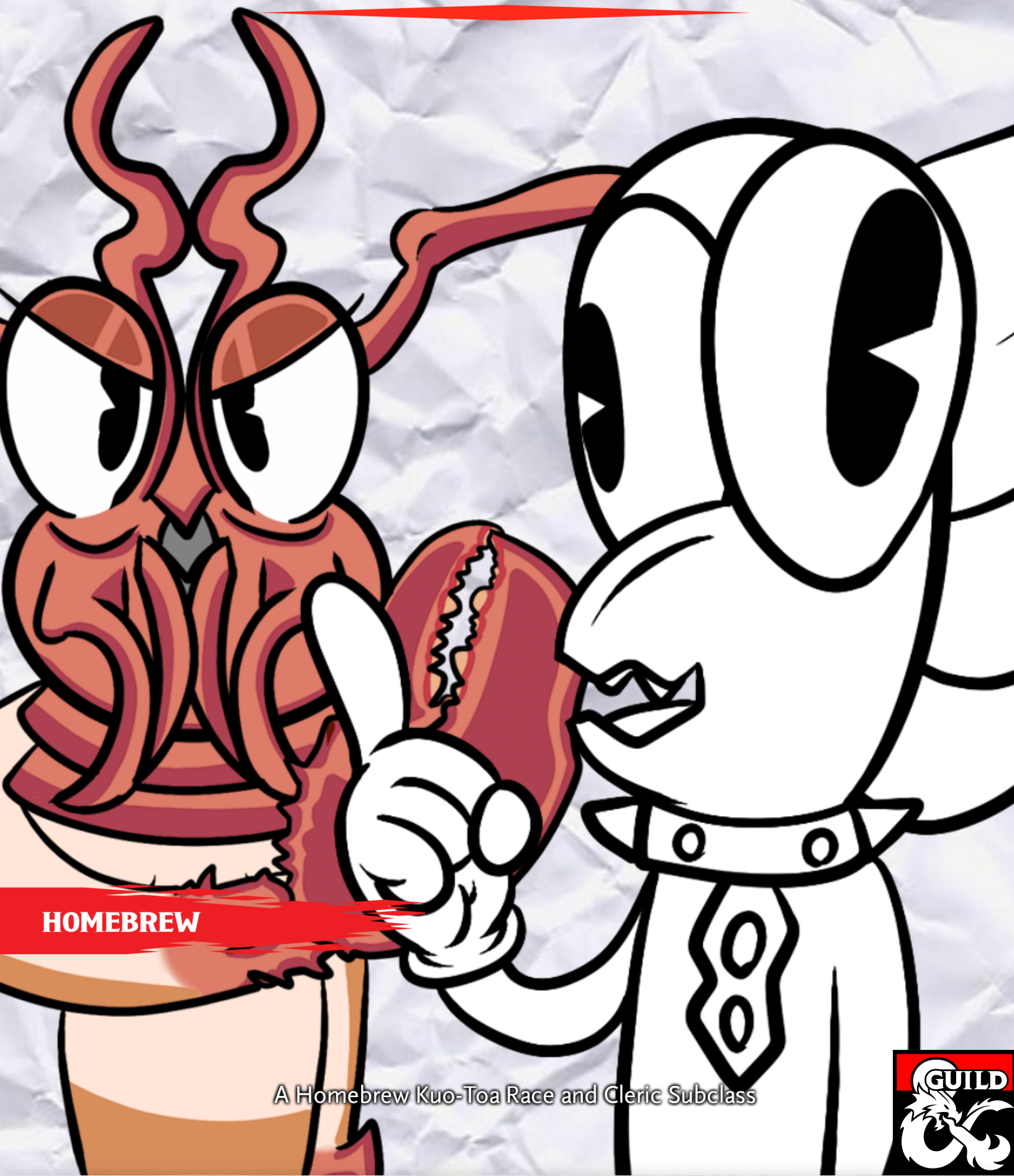


BOOK OF THE CAVE FISH



HOME BREW

A Homebrew Kuo-Toa Race and Cleric Subclass



Kuo-Toa

The Kuo-Toa are a monster-like race of aquatic fish people that live in the vast, underground networks of the Underdark. They are considered a very weak race due to how often their race is forced to change due to the negative influences of other races. It is not uncommon for smaller Kuo-Toa settlements and towns to be overrun by Illithid or Drow Slavers, looking for fresh sacrifices or experimental fodder.

MADNESS IN HISTORY

Long before the Kuo-Toa were a race of cave dwellers, they lived on the surface on tropical islands and coastal beaches. However, many years of push back and aggressiveness from humans drove them underground to the Underdark, where they became the slaves of the Illithid. The experiments from the Illithid drove the Kuo-Toa to madness.

FALSE GODS TO REALITY

Kuo-Toa religion is a varied and unpredictable thing. It is, in fact, their most fascinating trait. Kuo-Toa are known to make up their own gods rather than following the strict religions of any other race. Their belief in a god is so powerful, their made up gods can actually manifest into real entities and be given deific status, such is the case with the most popular Kuo-Toa god, Blibdoolpoolp, the Sea Mother.

KUO-TOA QUIRKS

At your discretion, you may roll or select one of these quirks.

d10

Quirks

- 1 You tend to use words that don't actually exist, these words almost always end with a "oop" sound.
- 2 Both of your eyes tend to wander away from your focus of vision, making you walleyed.
- 3 Any creature or object that is a particular color such as blue or purple displeases you, and causes you to be angered.
- 4 You have an obsession with wearing any combination of clothes you can get your hands on, despite whether or not they clash with each other or cause you to crossdress.
- 5 You can't go for a day without eating at least one centipede, or else you get nervous and antsy similar to the symptoms of drug withdrawal.
- 6 You often confuse shapes for other shapes, such as confusing a circle with a square or the shape of a building with another.
- 7 You can remember the exact facial structure of anybody, along with their traits and superfluous details like their birthday, but you're terrible with remembering names.
- 8 You have a fear of spicy foods.
- 9 You talk to every fish as if it were a friendly relative or close companion.
- 10 You are under the belief that a secret organization is out to do things to you that sound mundane to everyone else, but terrifying to you.

KUO-TOA BACKSTORIES

At your discretion, you may roll or select one of these example backstories.

d10

Backstories

- 1 You've been brainwashed by a wizard, organization, or magical entity into becoming an adventurer for purposes unknown to you.
- 2 You're following the ways of a Monk monastery to hopefully cure your madness through enlightenment.
- 3 You worship one of the other player characters as your god.
- 4 You are a former Illithid slave who yearns to kill Mind Flayers.
- 5 You're the priest of a Kuo-Toa god sent on some incomprehensible holy quest.
- 6 You've discovered yourself to be half human and wish to be a delegate to humankind in the hopes that over time, you will save your people.
- 7 After an encounter with a siren or mermaid that rejected you, you wished to learn the ways of song so that you may entrance people just like her, and then break their hearts.
- 8 You have amnesia and you are convinced you were important, you are not.
- 9 Someone secretly took you in as an egg and trained you to be a knight. You misunderstood the lessons and instead became a rogue by accident.
- 10 You're on a quest to kill the enemy of your god that only exists because you believe he does.

KUO-TOA TRAITS

Ability Score Increase: Your Wisdom score increases by 2, your Strength increases by 1.

Age: Kuo-Toa tend to reach adulthood by their 12th year and live to be around 40.

Alignment: Kuo-Toa alignments are dependent on the god they worship but usually, they tend to be Neutral Evil due to their affiliation with Blibdoolpoolp.

Size: Your size is medium. Kuo-Toa tend to be a little smaller than humans.

Superior Darkvision: You have darkvision in a range of 120ft.

Sunlight Sensitivity: You have disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight when you, the target of the attack, or whatever you are trying to perceive is in direct sunlight.

Otherworldly Perception: As an action, you can see into the Ethereal Plane, allowing you to see creatures in the plane or that are invisible in a range of 30ft for 1 minute. You must finish a short or long rest before using this feature again.

Slippery: The Kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

Religious Madness: You have proficiency in the *Religion* skill, additionally, you may use Wisdom for your religion checks instead of Intelligence.

Amphibious: The Kuo-toa can breathe air and water.

Languages: You can speak Common and Undercommon.

BLIBDOOLPOOLP DOMAIN

Blibdoolpoolp, the Sea Mother, is a god created by the Kuo-Toa from their madness driven ability to manifest gods from their mind through sheer belief alone. She is known for being particularly aggressive to surface dwelling gods, and gods that compete with her for control over the Underdark.

RESTRICTION: KUO-TOA ONLY

In the Forgotten Realms setting, Blibdoolpoolp is exclusively a god created by the madness driven Kuo-Toa and neigh exclusively worshiped by them. Additionally, Blibdoolpoolp is known to hate any other race besides the Kuo-Toa. As such, you may only use the homebrewed Kuo-Toa race found in this document.

Your DM may lift this restriction to better suit the campaign. The restriction reflects the story of Blibdoolpoolp in the Forgotten Realms, but it might not apply to your DM's setting or your DM's version of the realms.

BLIPDOOLPOOLP DOMAIN SPELLS

Cleric Level	Spells
1st	Chaos Bolt, Create or Destroy Water
3rd	Moonbeam, Crown of Madness
5th	Wall of Water, Tidal Wave
7th	Confusion, Watery Sphere
9th	Awaken, Synaptic Static

BONUS PROFICIENCIES

Starting at 1st level, you gain proficiency in heavy armor, nets, and pincer staves, the weapon of the Kuo-Toa Whip.

Pincer Staff: *Martial Melee Weapon, Special, 1d6 Piercing*

Pincer Staff Special: As a bonus action, when you hit a medium or smaller creature with your pincer staff, you may make a grapple attempt against the creature.

SEA SPEECH

Starting at 1st level, you can talk to beasts with a swim speed as if you were casting the *Speak With Animals* spell. Additionally, you have advantage on Charisma checks made while talking to them.

CHANNEL DIVINITY: TOUCH OF THE SEA MOTHER

Starting at 2nd level, as a bonus action, you transform your hand into a lobster claw for 1 minute. This hand is treated as a *+1 Pincer Staff* and can grapple on a hit without the need to use a bonus action. Attacks made with this hand are treated as unarmed strikes as well so features or effects that affect unarmed strikes affect this feature too, however, these features cannot cause your hand to do less damage than 1d6.

CHANNEL DIVINITY: DROWNING GOD'S GAZE

Starting at 6th level, as an action, you can use Blibdoolpoolp's eyes to drive a creature mad. A creature you can see within 60ft must succeed a Wisdom saving throw against your Spell Save DC or roll on the Short Term Madness table. The Short Term Madness will affect that creature for 1 minute.

STICKY SHIELD

Starting at 8th level, you begin to coat your shield with a sticky substance. As a reaction, when a creature rolls a melee attack against you while you are wielding a shield, you can use your reaction to make a grapple check against that creature.

INSUFFERABLE GAZE

Starting at 17th level, as an action, a creature you can see within 60ft must succeed a Wisdom saving throw against your Spell Save DC or roll on the Indefinite Madness table. This madness can be cured through a *Remove Curse* spell.

Once you use this feature, you cannot use it again until you finish a long rest.

This subclass, race, and art was created by me, MommyMoke and the document was created using GMBinder. This video was a part of an animation I created explaining the Kuo-Toa Race's lore. You can find the link to the animation below.

- [Kuo-Toa Lore Video](#)
- [My Twitter](#)
- [My DMsGuild](#)
- [My Patreon](#)

